ne job		ites imanes with	PII Onency or s	some other library												
	et (probably .csv) li															
					xt nhoto object) in	their respect	ive size (width	height) on the canvas	, based on their positon on the	canvas (x v)						
				lues. x and y is their up		raion respect	TTO GILO (MIGUI	, neight, on the canvac	, based on their position on the	danido (x,y)						
	colors per differen		,,,,,	, , , , , , , , , , , , , , ,												
			d shapes and to v	isualize overlaping part	s. The position is the	he depth. 0 =	furtherst in the	back, highest number	= most in the front							
				uld be more or less.												
,		, ,														
ne dat	a															
io da	_															
reframe	width_canvas I	neight cavas	Туре х	y y	width	hei	ght	position		wire	frame 1				wireframe 2	
			text	0	0	240	100	0								
	1 480	480	text	240	240	240	100	2								
1	1 480	480	photo	240	240	100	240	1			480px				960px	
			object	0	240	240	240	3								
			text	0	0	240	100	0	x = 0, y	=0 '			x = 0, y = 0			
2	2 960	480	text	480	240	240	100	2				7				
			prioto	480	240	100	240	1		text				text		
			object	0	240	240	240	3								
													0			
													ll ll			
<u>iages</u>	to create								480px				480рх 📗			
									- 3		text		0		text	
			_								toxt					
										object	photo			object	photo	
												J				